



# Torvalus Black Dagger

| SPECS                  | MANEUVERING                | COMBAT STATS             |
|------------------------|----------------------------|--------------------------|
| Class: Capital Ship    | Turn Cost: 1/3 Speed       | Fwd/Aft Defense: 10 (6)  |
| In Service: Primordial | Turn Delay: 1/2 Speed      | Stb/Port Defense: 12 (8) |
| Point Value: 2300      | Accel/Decel Cost: 2 Thrust | Engine Efficiency: 4/1   |
| Ramming Factor: 310    | Pivot Cost: 1 Thrust       | Extra Power: +0          |
| Jump Delay: 14 Turns   | Roll Cost: 2 Thrust        | Initiative Bonus: +4     |

| Speed      | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
|------------|---|---|---|---|---|---|---|---|---|----|----|----|
| Turn Cost  | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 4  | 4  | 4  |
| Turn Delay | 1 | 1 | 2 | 2 | 3 | 3 | 4 | 4 | 5 | 5  | 6  | 6  |

| WEAPON DATA                   |  |
|-------------------------------|--|
| <b>Volley Laser</b>           |  |
| Class: Laser                  |  |
| Mode: Pulse                   |  |
| Damage: 15 1d3 Times          |  |
| Max Pulses: 6                 |  |
| Grouping Range: +1 per 3      |  |
| Range Penalty: -1 per 2 hexes |  |
| Fire Control: +4/+5/+6        |  |
| Intercept Rating: -3          |  |
| Rate of Fire: 1 per turn      |  |

|                               |  |
|-------------------------------|--|
| <b>Med. Power Laser</b>       |  |
| Class: Laser                  |  |
| Mode: R(15), P, S             |  |
| Damage: 4d10+10               |  |
| Range Penalty: -1 per 4 hexes |  |
| Fire Control: +5/+4/+3        |  |
| Intercept Rating: n/a         |  |
| Rate of Fire: 1 per 2 turns   |  |

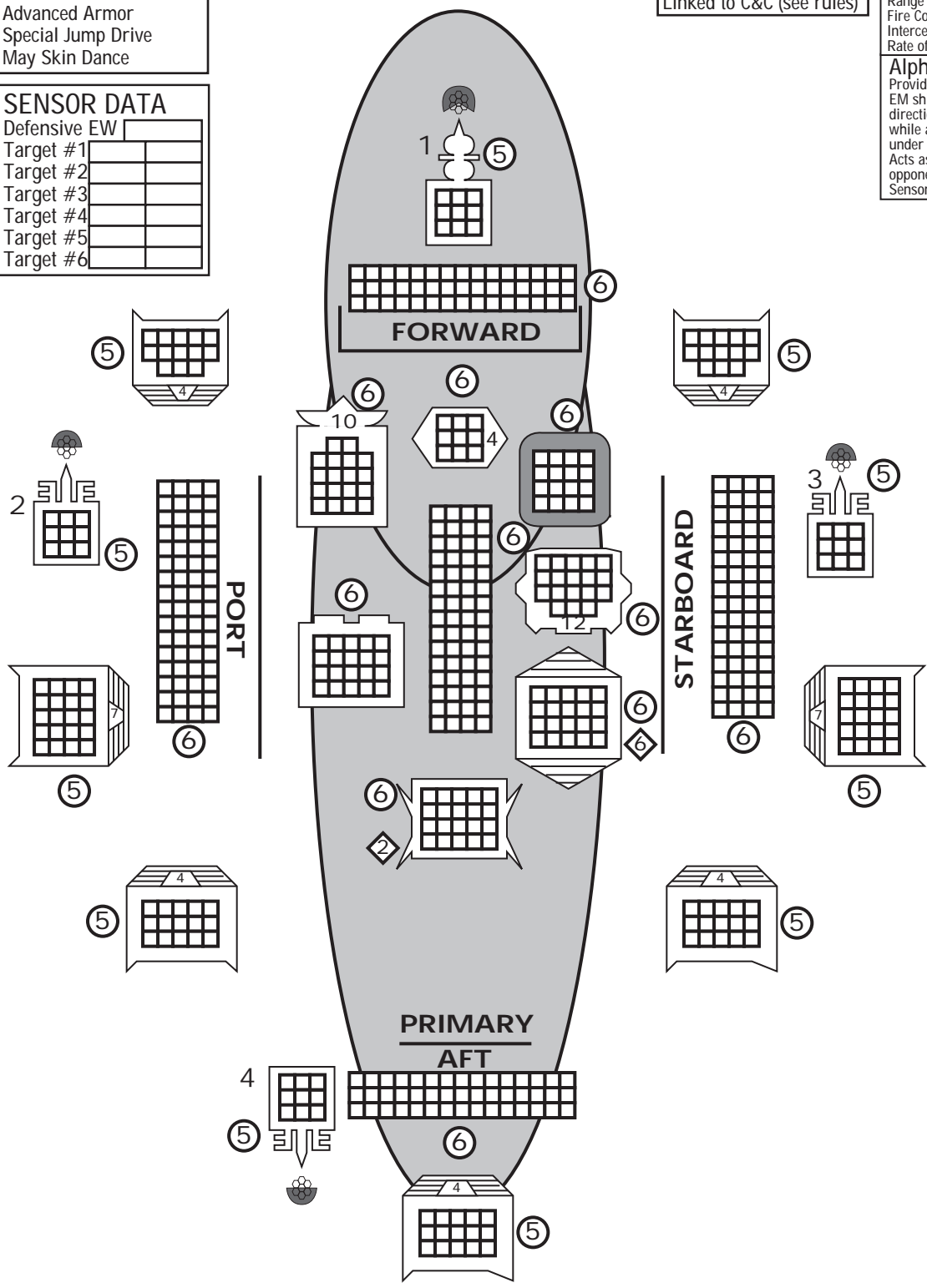
|  |  |
|--|--|
| <b>Alpha Shading Field</b>   |  |
| Provides a 4-point EM shield in all directions while active. May be flown under at 0 hex range. Acts as a jammer against opponents without Advanced Sensors. |  |

**FIGHTER Control**  
6 Drones  
Linked to C&C (see rules)

|                           |
|---------------------------|
| <b>FORWARD HITS</b>       |
| 1-5: Retro Thrust         |
| 6-9: Volley Laser         |
| 10-18: Forward Struct     |
| 19-20: PRIMARY Hit        |
| <b>SIDE HITS</b>          |
| 1-2: Retro Thrust         |
| 3-4: Port/Stb Thrust      |
| 5-7: Main Thrust          |
| 8-10: Med Power Laser     |
| 11-18: Port/Stb Struct    |
| 19-20: PRIMARY Hit        |
| <b>AFT HITS</b>           |
| 1-5: Main Thrust          |
| 6-7: Med Power Laser      |
| 8-18: Aft Struct          |
| 19-20: PRIMARY Hit        |
| <b>PRIMARY HITS</b>       |
| 1-8: Primary Struct       |
| 9-10: Alpha Shading Field |
| 11-12: Self-Repair        |
| 13-14: Sensors            |
| 15-16: Engine             |
| 17: Jump Drive            |
| 18-19: Reactor            |
| 20: C & C                 |

**SPECIAL NOTES**  
Agile Ship  
Gravitic Drive System  
Advanced Sensors  
Advanced Armor  
Special Jump Drive  
May Skin Dance

| SENSOR DATA  |  |
|--------------|--|
| Defensive EW |  |
| Target #1    |  |
| Target #2    |  |
| Target #3    |  |
| Target #4    |  |
| Target #5    |  |
| Target #6    |  |



| ICON RECOGNITION |                     |
|------------------|---------------------|
|                  | Thruster            |
|                  | C & C               |
|                  | Sensors             |
|                  | Engine              |
|                  | Jump Engine         |
|                  | Reactor             |
|                  | Self-Repair         |
|                  | Med. Power Laser    |
|                  | Volley Laser        |
|                  | Alpha Shading Field |